

THAR 24 Course Outline as of Fall 2025**CATALOG INFORMATION**

Dept and Nbr: THAR 24 Title: INTRO DESIGN PROCESS

Full Title: Introduction to the Design Process

Last Reviewed: 11/25/2024

Units	Course Hours per Week		Nbr of Weeks	Course Hours Total		
Maximum	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	3.00	Lab Scheduled	3.00	8	Lab Scheduled	52.50
		Contact DHR	0		Contact DHR	0
		Contact Total	5.00		Contact Total	87.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00

Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable

Grading: Grade Only

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly:

Catalog Description:

Students will be introduced to the collaborative process of theatrical design through hypothetical and/or actualized team projects. Projects focus on one or more design areas, including scenery, costume, lighting, sound, props, makeup, and hair. The course covers all aspects of the design process, including script analysis, research methodology, conceptualization, collaboration and communication skills, as well as careers in theatrical design.

Prerequisites/Corequisites:**Recommended Preparation:**

Course Completion or Concurrent Enrollment in THAR 1 OR THAR 2

Limits on Enrollment:**Schedule of Classes Information:**

Description: Students will be introduced to the collaborative process of theatrical design through hypothetical and/or actualized team projects. Projects focus on one or more design areas, including scenery, costume, lighting, sound, props, makeup, and hair. The course covers all aspects of the design process, including script analysis, research methodology,

conceptualization, collaboration and communication skills, as well as careers in theatrical design. (Grade Only)

Prerequisites/Corequisites:

Recommended: Course Completion or Concurrent Enrollment in THAR 1 OR THAR 2

Limits on Enrollment:

Transfer Credit: CSU;UC.

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:

IGETC:	Transfer Area	Effective:	Inactive:
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CSU Transfer: Transferable	Effective:	Spring 1992	Inactive:
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UC Transfer: Transferable	Effective:	Spring 1992	Inactive:
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CID:

CID Descriptor: THTR 172	Introduction to Design or Introduction to Theater Design
SRJC Equivalent Course(s):	THAR24

Certificate/Major Applicable:

Both Certificate and Major Applicable

COURSE CONTENT

Student Learning Outcomes:

At the conclusion of this course, the student should be able to:

1. Strategize and successfully complete a collaborative design process with other theatre artists, applying script analysis, detailed research, synthesis, conceptualization, and the rendering of presentation tools in a finalized design at an introductory level.

Objectives:

At the conclusion of this course, the student should be able to:

1. Apply perceptual acuity through rendering and design skills.
2. Research the social, historical, political, artistic, and theatrical background of a script.
3. Collaborate effectively with others in achieving a common goal, demonstrating communication skills, ethical practices, and responsibility to others.
4. Analyze a work of dramatic literature, including the genre, theme, style, and apply that analysis to design elements.
5. Synthesize script analysis, design elements, research results, and collaborative feedback into a cohesive design.
6. Identify and describe careers in theatrical design.

Topics and Scope:

- I. Introduction to Theatre Design and Technology
 - A. Elements and principles of design
 - B. Design and technology areas and personnel

1. Scenery
 2. Properties
 3. Costume
 4. Makeup and hair
 5. Lighting/visual effects
 6. Sound/composition
- II. Theatre Architecture and Theatrical Spaces
- A. Short history
 - B. Audience configurations
 - C. Theatre buildings and found spaces
 - D. Working spaces within a theatre
- III. The Design Process of Designer/Director Collaboration
- A. Interpreting a script
 - B. Working from the original concept
 - C. Research paths
 - D. Communication tools and techniques
 - E. Developing a cohesive vision
- IV. Script Analysis
- A. Genre
 - B. Style
 - C. Theme
 - D. Plot Structure
 - E. Language
 - F. Other dramatic elements as appropriate for design emphasis
- V. Research Methodology for the Design Process
- A. Research resources
 1. Print sources
 2. Internet and electronic sources
 3. Field research
 - B. Types of research
 1. Primary
 2. Secondary
 3. Inspirational
 - C. Formulating a research path - identifying the questions to ask
 - D. Essential areas of comprehensive research
 1. The playwright
 2. The world of the play
 3. Genre, style, and mood of the play
- VI. Conceptualization and Communicating a Design Vision
- A. Shaping an initial design vision
 - B. Presentation tools such as visual and/or aural aids used in communicating a design vision
 1. Mood boards/inspirational research
 2. Rough drafts
 3. Creation of final design plans(floor plan, elevations, models, props, costume and makeup renderings, light plots, and demo playlists)
 4. Computer aided rendering modes
 - C. Justifying design choices through script analysis and/or research
- VII. Collaborating with Others in the Design Process
- A. Time management and working relationships
 1. Organizing the work
 2. Maintaining open communication
 3. Working with the shop and stage managers

- 4. Observing rehearsals
- 5. Adapting when the plan changes
- B. Preparing for collaborative meetings
 - 1. What to prepare for production meetings
 - 2. What to bring to the discussion with the director
- C. Communication skills in the design process
 - 1. Listening skills, assertiveness, and brainstorming
 - 2. Group dynamics and negotiating skills
 - 3. Conflict resolution
- D. Work ethic, professionalism, and responsibilities to others
- E. Synthesizing and "re-visioning"
- VIII. Introduction to the Business of Theatre Design
 - A. Brief introduction to portfolio development
 - B. Resumes
 - C. Pursuing a career in theatre design

All topics and scope are included in lecture and lab.

Assignment:

- 1. Writing Assignments
 - a. Complete two written script analyses (one per project)*
 - b. One Summary Statement (500-word essay on one of the two design projects)*
 - c. Written production critiques and observation reports (0-3)
- 2. Design Project Assignments (2-3)
 - a. Read and analyze two plays as assigned by instructor
 - b. Conduct comprehensive research relating to the plays and design vision
 - c. Complete renderings and/or other communication tools and conceptualizing design ideas (such as models, playlists, floor plans, etc.)
 - d. Design presentations with class design teams on collaborative projects
 - e. Additional assignments for introduction to specific areas of design as assigned by instructor (3-7)
 - f. Design portfolio (optional assignment determined by instructor)
- 3. Exams
 - a. Written quizzes on plays and/or supplemental reading (2-5)
 - b. Interactive quizzes on computer aided rendering and/or other design communication techniques (0-3)
 - c. Midterm Exam on design vocabulary (0-1)
- 4. Attendance and Professionalism
 - a. Timely attendance at all classes, meetings and rehearsals relating to the course/projects
 - b. Respectful communication,
 - c. Adaptability to practical and stylistic limitations
 - d. Meeting deadlines
- 5. Additional Assignments as determined by instructor may include:
 - a. Attendance at Theatre Arts productions (1-3)
 - b. Observation of a production rehearsal and/or production meeting
 - c. Preparation of a gallery display for design competition (American College Theatre Festival, etc.)

*Lecture-Related Assignments

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Summary Statement; Script analyses; production critique; observation reports

Writing
5 - 20%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Design projects - analyses, research and conceptualizing

Problem solving
25 - 40%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Design projects - design renderings and communication tools, team collaboration in design, and presentations, design portfolio

Skill Demonstrations
30 - 40%

Exams: All forms of formal testing, other than skill performance exams.

Written quiz(zes); quiz(zes) interactive, midterm (if assigned)

Exams
0 - 10%

Other: Includes any assessment tools that do not logically fit into the above categories.

Professionalism and attendance; course design portfolio

Other Category
10 - 20%

Representative Textbooks and Materials:

Theatrical Design and Production: An Introduction to Scenic Design and Construction, Lighting, Sound, Costume, and Makeup. 7th ed. Gillette, J. Michael. McGraw-Hill. 2024

Starting Your Career as a Theatrical Designer. Riha, Michael. Allworth Press. 2013. (classic).

Technical Design Solutions for the Theatre, Vol 3. Sammler, Bronislaw and Harvey, Don. Routledge. 2013. (classic).

The Business of Theatrical Design. 2nd ed. Moody, James L. Allworth Press. 2013. (classic).

Showcase: Developing, Maintaining and Presenting a Design-Tech Portfolio for Theatre and Allied Fields. 2nd ed. Jaen, Rafael. Routledge. 2011. (classic).

Careers in Technical Theatre. Lawler, Mike. Allworth Press. 2007. (classic).

Instructor prepared materials

Selected plays